

IN THE CLAIMS

All pending claims after this Amendment are listed below for the convenience of the Examiner. Please amend the claims as follows.

Please cancel claims 10 and 12-21.

1. In a computer system, a method of detecting input device support of a screen element of a graphical user interface comprising:

examining a runtime version of a screen element of a graphical user interface to detect an ability to process an input device's events;

automatically identifying said screen element as supporting said input device when input device-handling program code is associated with said screen element; and

automatically examining a superclass class definition of said screen element's class definition if said class definition of said screen element is not identified as supporting said input device.

2. The method in accordance with claim 1 including the step of marking said screen element when said input device-handling capability is identified.

3. The method in accordance with claim 1 including the step of modifying the look of said screen element when said input device-handling capability is identified.

4. The method in accordance with claim 1 wherein said examining step is performed during a construction process of said screen element.

5. The method in accordance with claim 1 wherein said runtime version of said screen element comprises a version of a class definition of said screen element.

6. The method in accordance with claim 5 including the step of examining a superclass class definition of said screen element's class definition if said class definition of said screen element is not identified as supporting said input device.

7. The method in accordance with claim 1 wherein said examining step comprises examining one or more interface declarations associated with said screen element.

8. The method in accordance with claim 7 wherein said interface declaration is contained in an implements clause.

9. The method in accordance with claim 1 wherein said examining step comprises determining whether said screen element has delegated processing of said input device's input to other program code and identifying said screen element as supporting an input device when said input is so delegated.

11. In a computer system, a method of determining input device support of a screen element of a graphical user interface comprising:

examining a class definition of a screen element of a graphical user interface to detect an ability to process an input device's events;

automatically identifying said screen element as supporting input device input if said class definition includes a method supporting said input device's input; and